SILENT SCOPE® 3

MATURE
®
M
CONTENT RATED BY
ESRB

KONAMI®

www.konami.com

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

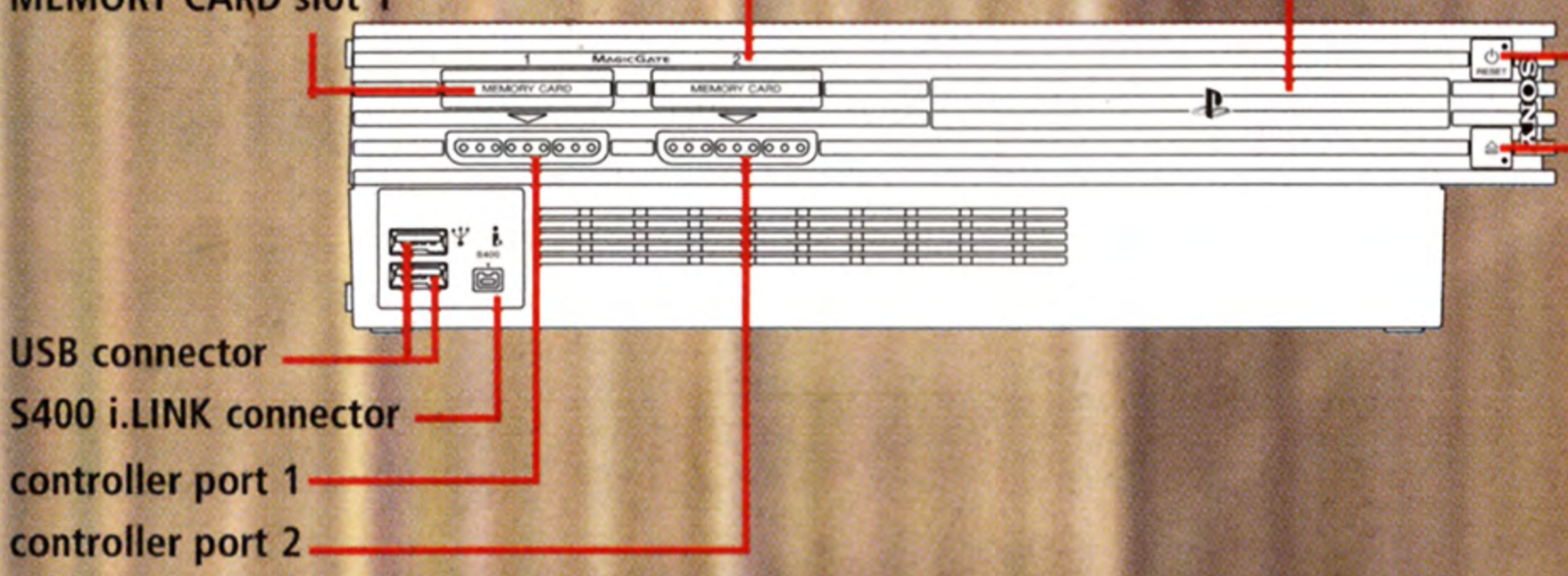
CONTENTS

STARTING UP ____ 2
CONTROLS ____ 3
HOW TO PLAY ____ 5
SILENT SCOPE EX ____ 6
SILENT SCOPE 3 ____ 8
OPTIONS ____ 10
EXTRA OPTIONS ____ 13
PAUSE MENU ____ 14
CHARACTERS ____ 15
STAGES (STRATEGIES AND HINTS) ____ 17
CREDITS AND WARRANTY ____ 19

3D™
3D-PHONIC

3D-Phonic is the technology developed by Victor Company of Japan, Limited (JVC), which may create a sound image localization in response to user's operation.

STARTING UP

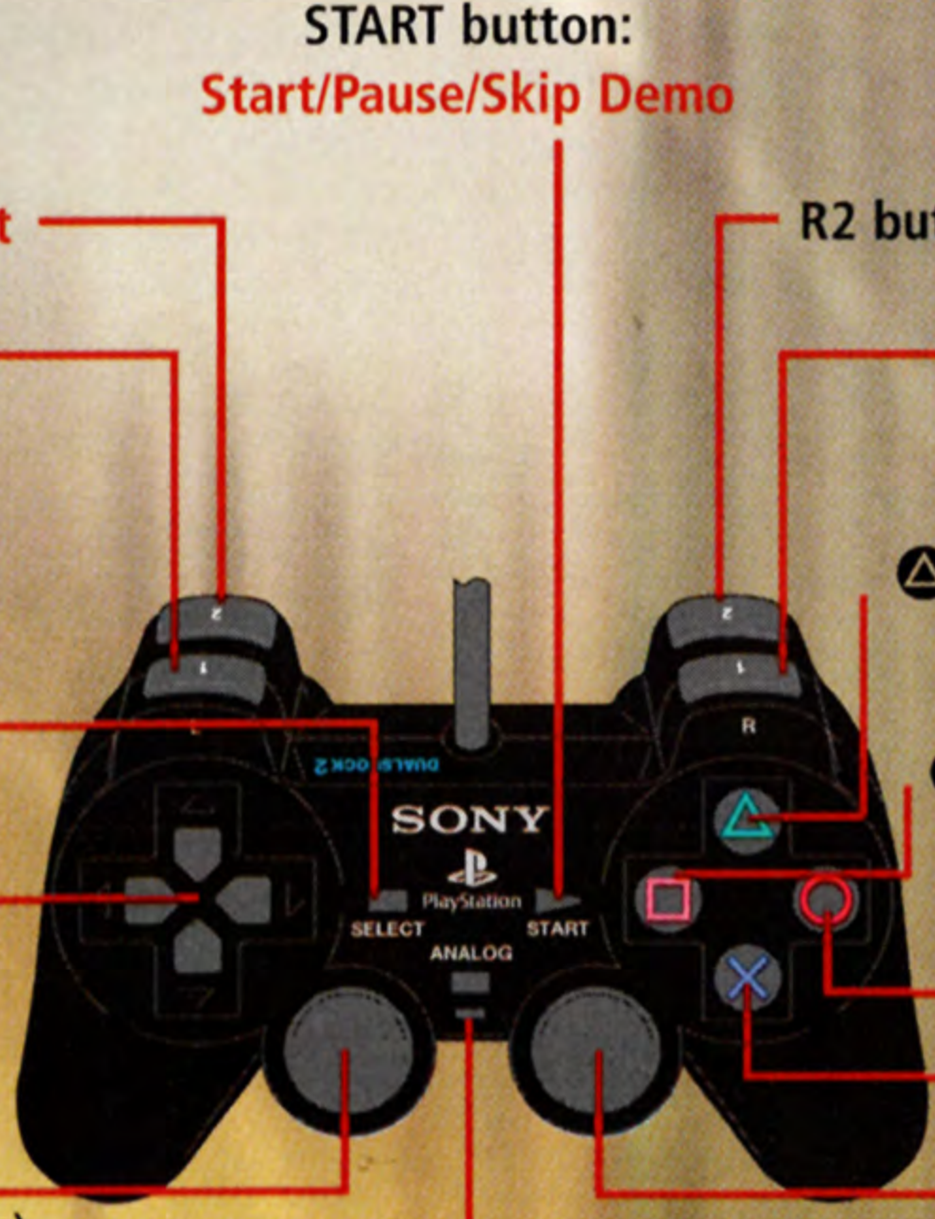


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the SILENT SCOPE®3 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

If a memory card (8MB)(for PlayStation®2) containing saved data is inserted into MEMORY CARD slot 1 when the PlayStation®2 is turned on, the game data will be automatically loaded and you can continue your game from where it was last saved.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER


START button: Start/Pause/Skip Demo
L2 button: Rotate view left
L1 button: Scope ON/OFF
R2 button: Rotate view right
R1 button: Shoot
△ button: Decrease scope speed (when scope is on)/cancel
□ button: Increase scope speed (when scope is on)
SELECT button: Not used
Directional buttons: Move scope
○ button: Scope ON/OFF
× button: Enter
Left analog stick: (L3 button when pushed down) Move scope
ANALOG mode button
Right analog stick: (R3 button when pushed down) Not used
SONY
PlayStation
SELECT
START
ANALOG

START button: Start/Pause/SkipDemo

L1 button: Scope ON/OFF

L2 button: Rotate view left

Directional buttons: Move scope

SELECT button: Not used

R1 button: Shoot

R2 button: Rotate view right

△ button: Decrease scope speed (when scope is on)/cancel

□ button: Increase scope speed (when scope is on)

○ button: Scope ON/OFF

× button: Enter

Left analog stick: Move scope

Right analog stick: Not used

ANALOG mode button
If the mode indicator is red, the left analog stick can be used.

The vibration function is active, regardless of whether the mode indicator is on or off.

L1 + R1 + SELECT + START buttons
Activates the soft reset function, and game returns to the Title Screen immediately after start-up.

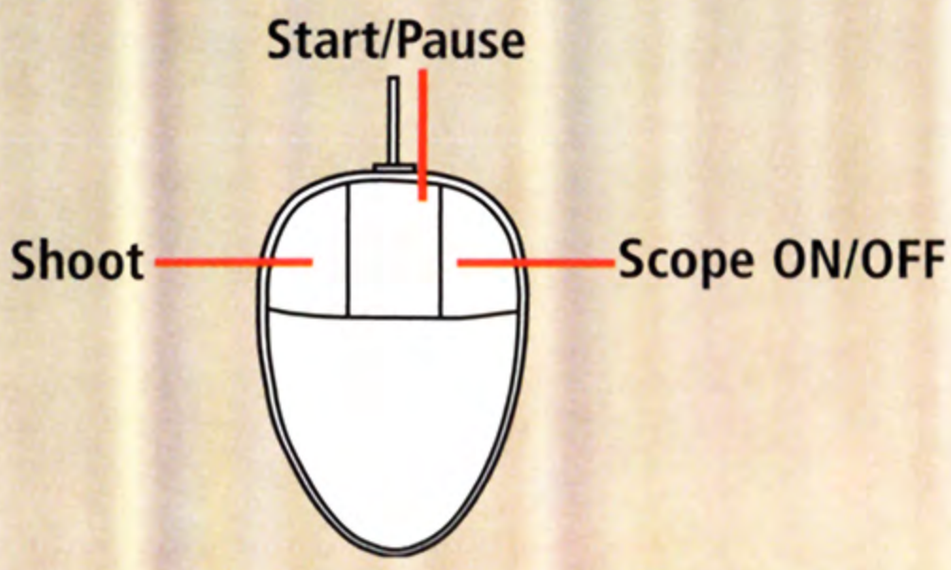
The button assignments described above are the default settings.
To modify the button assignments, select BUTTON CONFIG (P.11).

Please do not perform a software reset while saving or loading game data, as there is a risk that data may be lost.

CONTROLS

USB MOUSE

Start/Pause
(*For a mouse with two buttons,
click left and right buttons simultaneously)



When using the mouse, left-click to enter and right-click to cancel.

Move the sight to the right or left edge of the screen and the view automatically rotates.

SILENT SCOPE EX

Play the arcade version of the game. (P.6)

SILENT SCOPE 3

Play the original home version of the game. (P.8)

OPTIONS

Adjust the various game settings. (P.10)

EX OPTIONS

Adjust the settings for extended functions. (P.13)

RANKING

View a list of rankings for each mode. (P.13)

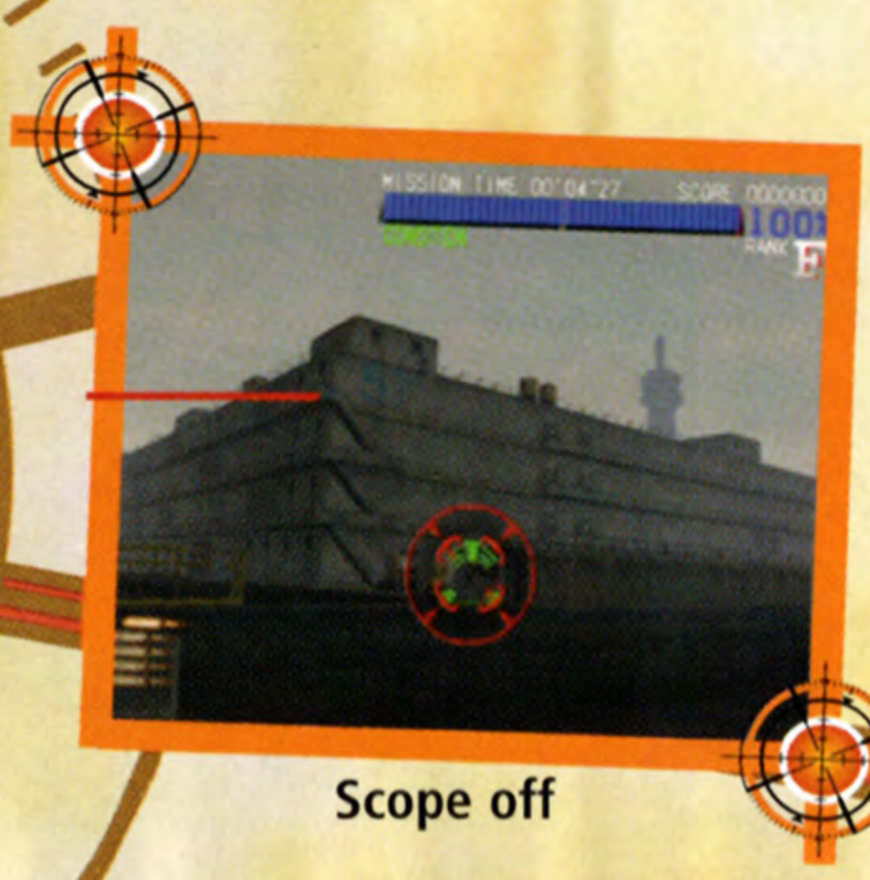
SAVE/LOAD

Save and load game data. (P.13)

HOW TO PLAY

BASIC CONTROLS

Use the Scope ON/OFF button to switch the scope display on the screen on and off.
Turn the scope off to move the sight quickly, and turn the scope on to pinpoint targets.
You can fire regardless of whether the scope is on or off.
Far away enemies can be targeted more easily by reducing scope speed.



Scope off

Scope on

VIEW ROTATION SYSTEM

In SILENT SCOPE 3 the view can be rotated from specific spots during gameplay. When enemies attack you from behind or escape outside the game screen, rotate the view to find them and then attack. The view can be rotated when a light blue arrow appears on both edges of the screen, or by pressing the L2 or R2 button.

Select SILENT SCOPE EX from the Main Menu to advance to the Mode Select Screen. Move the sight with the left analog stick or directional buttons to select a mode and press the ⊗ button to enter.

GAME START

Start the arcade version of the game.

FREE PLAY

Freely select and play a stage from stages that you have already cleared.

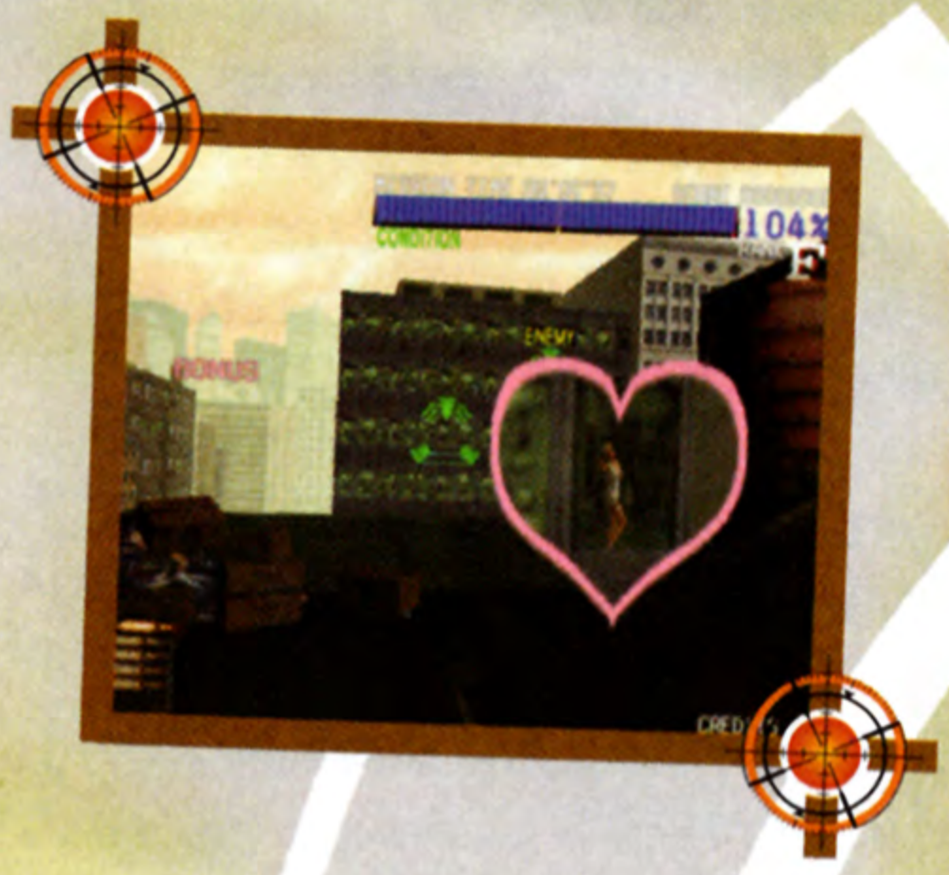
Select GAME START to advance to the Mode Select Screen. Move the sight with the left analog stick or directional buttons to select a mode and press the ⊗ button to enter your selection.

STORY

The story unfolds as you clear the missions you have been assigned. The game is over when your life becomes zero. Your life decreases over time, so it is imperative that you take out enemies quickly. Your life also decreases when you are hit by enemy fire or when you accidentally shoot an innocent bystander. Your life will slightly recover by defeating enemies, and will significantly recover if you defeat an enemy by exploiting its weakness or by finding Life-up Girls that appear during the game.

SHOOTING RANGE

Aim and shoot each of the targets as they appear. If you defeat all the targets within the time limit, the drill is completed. If you go over the time limit, the session ends in failure. Upon completion of the drill, any remaining time is added to your score.



Only aim for targets that are armed. The number of points varies depending on the accuracy of your shot.

Mistakenly shooting an ordinary civilian will result in a large penalty to your score.

SILENT SCOPE 3

Dr. Scott, the leader of a clone research group with ties to a nationally run project was kidnapped. Out of fear of the misuse of cloning technologies and the leakage of sensitive state secrets, the government dispatched a group to find the brilliant researcher. The efforts of the search uncovered that the doctor had been kidnapped by an enormously wealthy terrorist organization. The government poured all its resources into gathering information on the organization, but the doctor's location remained a mystery.

Using all of the resources at hand, the government continued gathering information on the organization. Finally, one year after the doctor's disappearance, the government uncovered information on the various bases of the terrorist operation and started a mission to rescue the doctor and cripple the organization.
A Marine, Colonel Robert, personally requested that he serve as the commander of this critical mission, and activated a hand-picked elite special unit to carry it out.
However, in order to keep the public from becoming alarmed at the grave implications of cloning technology misuse, he had no choice but to give up on a large-scale operation.

The lone option that remained for the colonel was to entrust this most critical assignment to a single man...

Select SILENT SCOPE 3 at the Main Menu to advance to the Mode Select Screen. Move the sight with the left analog stick or directional buttons to select the mode and press the ⊗ button to enter your selection.

GAME START

Start the original home version of the game.

FREE PLAY

SELECT and play a stage from stages that you have already cleared.

NEW GAME

Start a game in the story mode. Select GAME START to start a new game, and when you have successfully completed the first stage, the area selection screen will be displayed. From there, select the area that is displayed on the map to advance to the next stage.

Note that by selecting NEW GAME you will erase the saved gameplay data for the story mode.

CONTINUE

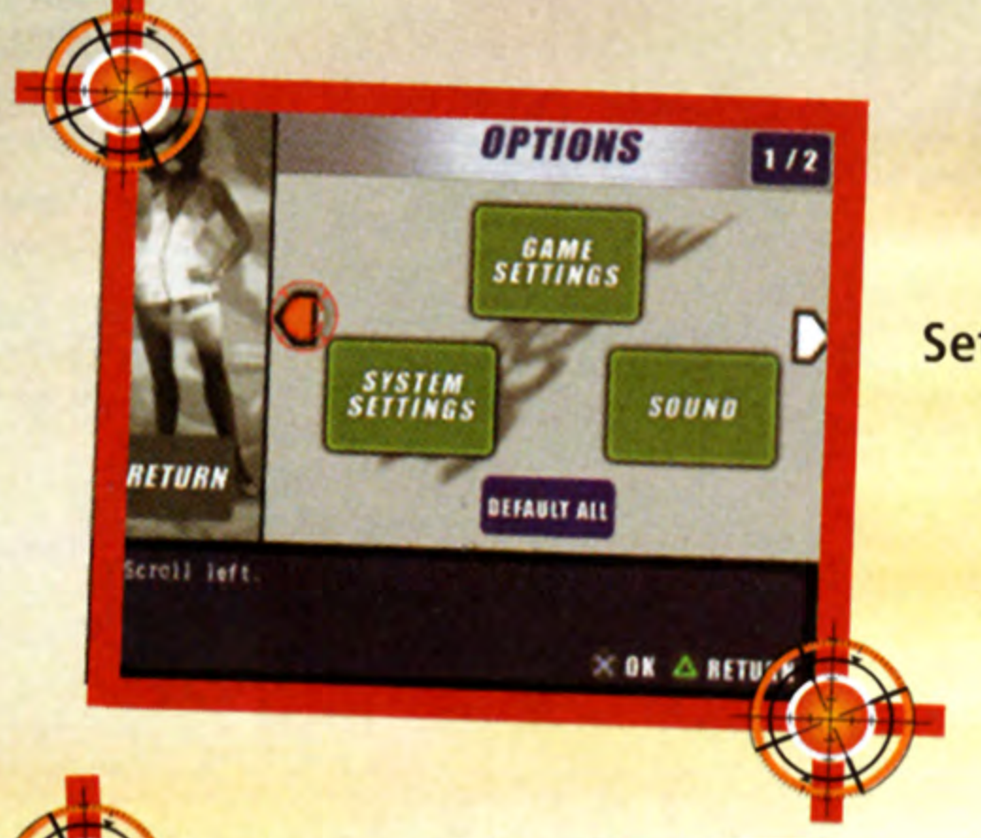
Continue playing from where you left off previously.

Current gameplay progress will be erased when the power is turned off. Please save game data before turning off the power. (P.13)

The storyline unfolds as you clear the areas that are displayed on the overall map. The game is over when your life reaches zero. Your life decreases when you are hit by enemy fire or when you accidentally shoot an innocent bystander, but it will not decrease over time. Your life will slightly recover by defeating enemies, and will significantly recover if you defeat an enemy by exploiting its weakness or by finding Life-up Girls that appear during the game.

OPTIONS

From the OPTIONS menu, you can make adjustments to the various game settings. You can switch pages by aligning the sight onto the left and right arrows that are displayed on the screen and pressing the ⊗ button to confirm.



GAME SETTINGS

Adjust the various game settings.

DIFFICULTY

Set the difficulty level of the game.

STARTING CONDITION

Set the amount of life provided at the start of the game.

CONTINUE

Set the number of continues. The number of continues only applies when playing in SILENT SCOPE EX mode. The game cannot be continued in SILENT SCOPE 3 mode.

SYSTEM SETTINGS

Adjust the system settings.

LANGUAGE

Select the language.

VIOLENCE LEVEL

Set the level of graphic violence during the game.

MAGNET

Set the automatic aiming function to automatically align your sight to enemies near spots that you are looking at through the scope.

HIT COLOR

Set the color of the hit effects.

SOUND

Adjust the settings for sound.

NORMAL STEREO

Set the game to normal stereo sound.

3D STEREO

Enjoy the game through realistic 3D ambient sound.

3D HEADPHONES

Enjoy the game through realistic 3D ambient sound when using headphones.

MONAURAL

Set the game to monaural sound.

MUSIC VOLUME
Adjust the volume of the BGM.

SE VOLUME
Set the volume of the sound effects.

CONTROLLER
Adjust the settings of the controller.

BUTTON CONFIG
Change the button configurations.
You can change the button configuration of Scope ON/OFF, Shoot, Increase Scope Speed, Decrease Scope Speed, Rotate View Right, and Rotate View Left.
Selecting DEFAULT will return the button configuration to its initial layout.

VIBRATION
Turn the vibration function ON/OFF.

REVERSE SCOPE
Reverse the up/down movement of the scope.

SWITCH SCOPE ON/OFF
Adjusts the default scope on/off setting.

SCOPE ADJUSTMENT
Adjust the settings for size, movement speed, and transparency level of the scope.

SIZE
Adjust the size of the scope.

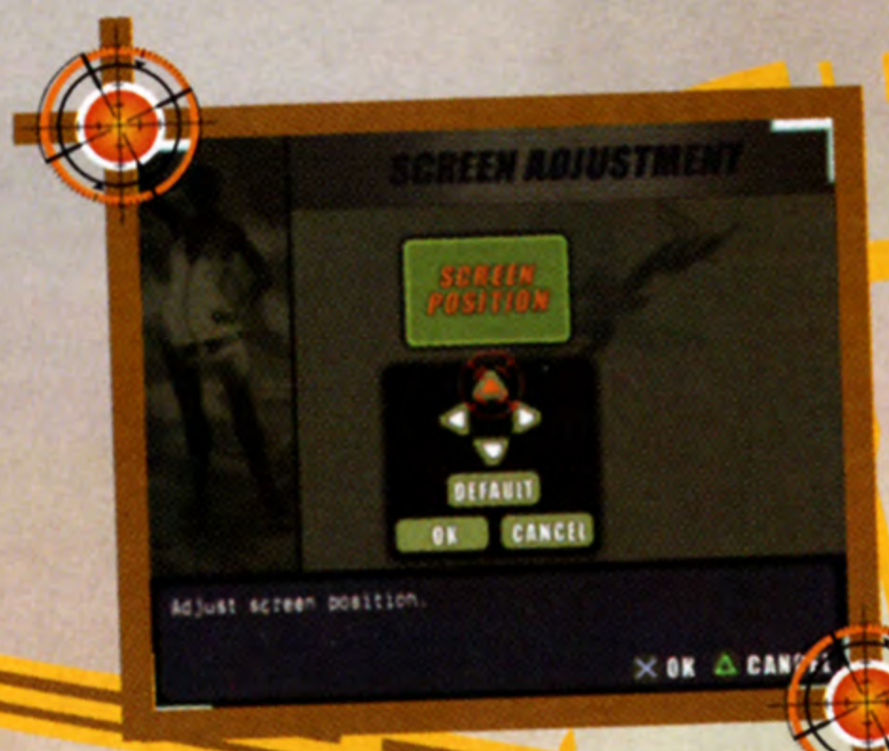
TRANSPARENCY
Adjust the transparency level of the scope.

SPEED
Adjust movement speed of the scope.

ON SPEED
Adjust the movement speed when the scope is displayed.

OFF SPEED
Adjust movement speed when the scope is off.

OPTIONS



SCREEN ADJUSTMENT

Adjust the TV screen settings.

SCREEN POSITION

Adjust the screen position.

After changing this setting from the adjustment screen, select OK to accept the changes or CANCEL to undo the changes. Selecting DEFAULT will revert any changes to the original setting.

BRIGHTNESS LEVEL

Adjust the TV brightness level by using this screen as the standard.

Adjust the TV brightness setting to where you just lose sight of the picture on the far right. Please note that this setting cannot be adjusted unless your television has a brightness control.

NIGHT MODE BRIGHTNESS

Set the brightness level when using the night scope.

After changing this setting from the adjustment screen, select OK to accept the changes or CANCEL to undo the changes. Selecting DEFAULT will revert any changes to the original setting.

DEFAULT ALL

Revert all items that have been changed in Options to their original setting.

EX OPTIONS

Adjust the settings of the various functions that appear during gameplay once certain conditions have been met.

Align the sight onto the left and right arrows displayed on the screen and press the ⊗ button to switch the page.

Items that are marked by "?" cannot be selected. When certain conditions have been met during gameplay to make one of these items selectable, the word "NEW" will appear on the Main Menu.

RANKING

View a list of the rankings for each mode.

SAVE/LOAD

Save and load game data.

SAVE

Save current game progress.

LOAD

Load previously saved game data.

AUTO SAVE

Set to automatically save game progress during the game.
A memory card (8MB)(for PlayStation®2) with at least 79KB of available space is required to save and load game data.
A memory card can only be used in MEMORY CARD slot 1.
Do not remove the memory card or turn off the power while saving or loading, as game data may be erased.

PAUSE MENU

Press the START button during gameplay to interrupt the game and bring up the Pause Menu. To end Pause and resume play, select CONTINUE from the Pause Menu and press the START button.

CONTINUE

Return to the game and continue play.

RETRY

Start the current stage over from the beginning.

QUIT

Stop gameplay and return to the Main Menu.

CHARACTERS

SILENT SCOPE EX CHARACTERS

PLAYER

A member of the anti-terrorism special forces VIPER sniper unit 1. His mission codename is FANG 1. Naturally his real name is classified information and cannot be revealed. As a sniper, he carries out the duties of surveillance, assessing the situation, and eliminating the bad guy. Together with his partner, who serves as the spotter, he has brought an end to many difficult situations. It's said that once he is given permission to fire, the target in his sight is always silenced. This fact, combined with his cool reticent personality, has led to him being called "Mr. Silent Scope."

PARTNER

The spotter for the sniper unit of special forces unit VIPER. Her ability to detect movement and spatial recognition is the best in the unit. She is armed with an assault rifle and a hand gun, among other weapons. She carries out communications, locates enemies, provides backup, and gives support to the sniper so that he can completely concentrate on targeting enemies. Both she and the player character are unmarried, and only have each other to rely on. The partner is actually a first class long-distance marksman, and matches the player character shot for shot on the firing range.

CAP

Commander of the anti-terrorism special unit VIPER. A living legend, it's widely accepted that without him the unit would never have come into existence. Numerous military and police units are under his command. He spends most of his time barking orders at troops, but it is his wife who wears the pants at home.

CHARACTERS

SILENT SCOPE 3 CHARACTERS

FALCON

A top notch sniper who as a member of the anti-terrorism unit has protected the country from danger on numerous occasions. Now retired, he works as a hired gun, and his cool personality and unparalleled marksmanship have made him a very hot commodity.

ROBERT

Colonel in the Marines. The power of his hand-picked elite special forces unit is at his whim, and he is feared even by his own forces because of his audacious strategies. Maybe that is why he never takes a part in missions that are made public, which has left his military history shrouded in mystery.

HARBOR

Stop the terrorist organization from exporting weapons!

There are lots of lazy terrorists among those watching over the weapons export harbor. Until mid-stage, enemies won't notice you even if you miss your target, so think of the mission as a drill and don't worry about missing shots. Sometimes it's fun just observing the terrorists through your scope.

RESEARCH LAB

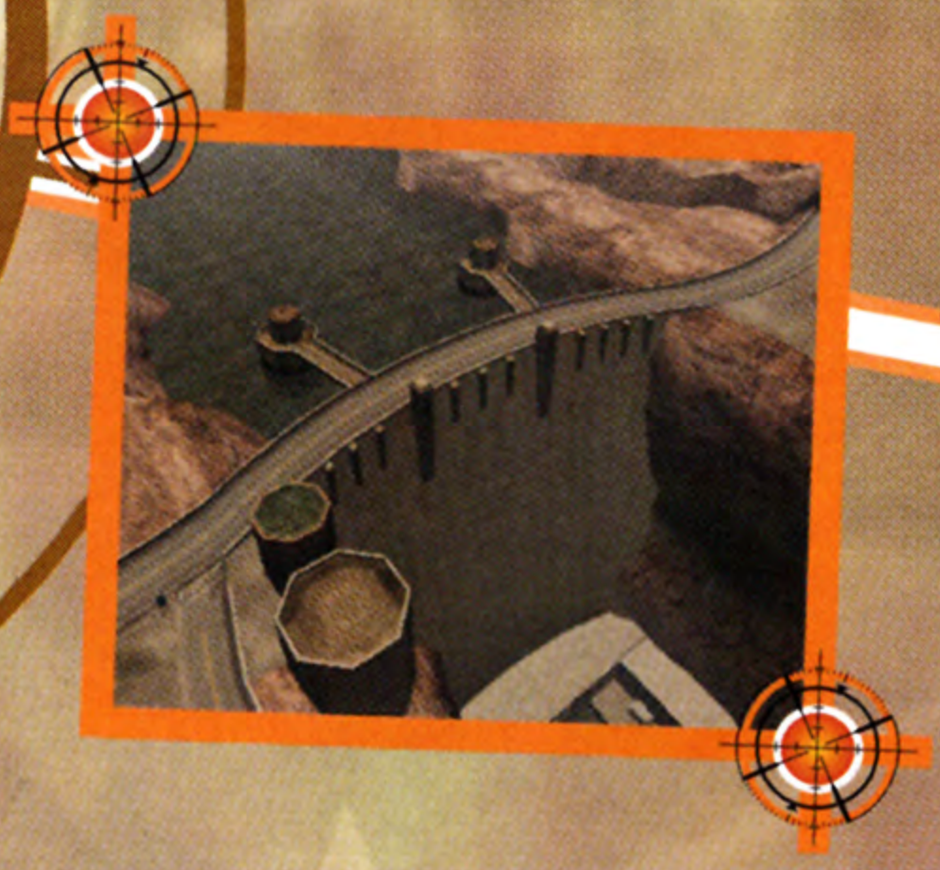
Bring an end to the clone research lab crisis!

The terrorists are using the lab technicians as human shields, so you'll need to be dead accurate in your aim. A missed shot will tip off your existence to the enemy, and you'll find yourself surrounded by enemy reinforcements. It's very important that you aim carefully and don't miss any shots.

CASINO

Destroy the illegal casino!

This stage pits you against members of the terrorist organization in a casino packed with ordinary civilians. Shooting civilians must be avoided at all costs. Make sure not to mistake civilians for similarly clothed terrorists.



DAM

Prevent the dam from being blown up!

This mission will test your long range marksmanship. You must pick off terrorists on the ground from a helicopter circling above an enormous dam that the terrorists have taken over. Use the "Decrease Scope Speed Button" effectively in order to eradicate your targets.

CANAL

Recover the stolen weapons!

In this stage you take shots from a motor boat while speeding through a canal.
Although the boat is unsteady, your targets are not so far away, so it is relatively easy to line them up in your crosshairs. If you take your time and stay relaxed, you should be able to take out the targets.

OIL RIG

Destroy the oil platform!

It is no easy feat to steady your aim from a helicopter, so try and get a feel for where the bullets will end up. Enemies that you don't take out in the first part of the stage will mount a massive offensive in the latter part of the stage, so be very careful.

IRONWORKS

Destroy the weapons plant!

As you would expect from the enemy's weapons plant, the security is tight. Enemies in this stage sound an alert and attack when they find that one of their companions has been killed, so if you are found out, you'll quickly be in a bind. Pick off enemies when surrounding enemies are looking the other way, and think about the order in which to take them out.

CREDITS

SILENT SCOPE EX Staff

EXECUTIVE PRODUCER	Fumiaki Tanaka
PRODUCER	Hiroyasu Machiguchi
MAIN PROGRAMMER	Hardboilder Shin.
GAME PROGRAMMER	Koji Makino, Teck Niihama
CHIEF DESIGNER	Takeshi Uchi
MAP DESIGN	Takeaki Hayashino, Kazumi Tsuda
VARIOUS DESIGNS	Takeshi Uchi, Masaaki Kukino
CHARACTER DESIGN	Yoshinobu Saito
MOTION DESIGN & ACTOR	Kazuya Inoue
SOUND EFFECT	Masahiro Ikariko
MUSIC	Jimmy Weckl
GRAPHIC DESIGN	Hiroyuki Sugimoto, Kenji Fujinaka, Masayuki Uematsu
TECHNICAL WRITING	Hideaki Minoda
INDUSTRIAL DESIGN	Yoshitsugu Isetani
MECHANICAL ENGINEER	Yuji Tamura, Hirofumi Nagao, Kenji Tanaka Manabu Akita, NOZOMU, Atsushi Sakata
HARDWARE ENGINEER	Hironori Wada, Yoshihiro Arita, Masakatsu Watanabe Hitoshi Konishi, Tatsuya Kobayashi
HARDWARE PROGRAMMER	Hiroki Honda
SPECIAL THANKS	Hideaki Chosokabe, Yasushi Kawasaki Ryosuke Umehara, Noriko Nagata
DIRECTOR	Masaaki Kukino

SILENT SCOPE EX Conversion & SILENT SCOPE3 STAFF

EXECUTIVE PRODUCER	Michihiro Ishizuka
SENIOR PRODUCER	Gozo Kitao
PRODUCER	Hirotaka Ishikawa
SYSTEM PROGRAM	Akinori Tamura
GRAPHIC ENGINE PROGRAM	Yukihiro Yamazaki
VARIOUS PROGRAM	Masato Akiyama
TOOL PROGRAM & DEVELOP SUPPORT	Hiroyuki Watanabe
CHIEF DESIGN	Kazuyuki Kaiho
CHARACTER & MOTION DESIGN	Kuniaki Kawai, Kosei Matsuda
MAP DESIGN	Keiko Takaki, Kosei Matsuda, Yukiko Satake, Yasuko Nakamura, Masaaki Ohki, Kazuyuki Kaiho
2D GRAPHIC DESIGN	Kimihiro Morishita
MOTION ACTOR	akiyan
SOUND PROGRAM	Kiyohiko Yamane
BGM COMPOSER	Norikazu Miura
SOUND EFFECT	Masafumi Sekiguchi, Takayuki Fujii, Yasuaki Matsumoto
SOUND DIRECTOR	Takayuki Fujii
PRODUCT DESIGN	Yui Ozawa
PACKAGE CG DESIGN	Naomi Hara, Takahide Murakami
SPECIAL THANKS	Morio Kishida, Toshitaka Izumida All staff members of Konami Group. Takuma Suzuki, Kazuhiko Morisaki, Kazuo Hikawa
VERY SPECIAL THANKS	Masaaki Kukino ORIGINAL ARCADE SILENT SCOPE STAFF
INTL. PRODUCT MANAGER	Monika Hudgins
DIRECTOR	Kenichiro Kato

CREDITS

PUBLISHED IN NORTH AMERICA BY KONAMI OF AMERICA, INC.

PRODUCT MANAGER	Wilson Cheng
LOCALIZATION PRODUCER	Ken Ogasawara
VP MARKETING	Chris Garske
DIRECTOR OF MARKETING	Rick Naylor
SENIOR MANAGER, CREATIVE SERVICES	Monique Catley
DIRECTOR OF MARKETING COMMUNICATIONS	Cherrie McKinnon
SENIOR MANAGER, PUBLIC RELATIONS	Tammy Schachter
WEBMASTER	Mike Dobbins
CONSUMER SERVICES	Jamal Carter, Mark Gonzalez
PACKAGE DESIGN	department.x
SPECIAL THANKS	Monika Hudgins, Kaz Nirasawa, Dennis Lee, Daniel Castillo, Jason Enos, Yukako Hamaguchi, Catherine Fowler, Everyone@KOA

WARRANTY

Konami of America, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

Konami of America, Inc.
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

* $0.95 per minute charge
* $1.25 per minute support from a game counselor
* Touch tone phone required
* Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

CONTRA
SHATTERED SOLDIER™

coming soon

TEEN
T
CONTENT RATED BY ESRB

Animated Blood
Violence

Konami of America, Inc, 1400 Bridge Parkway, Suite 101, Redwood City, CA 94065

Konami® is a registered trademark of KONAMI CORPORATION. Silent Scope® is a registered trademark of KONAMI CORPORATION. ©1999 2002 KONAMI & Konami Computer Entertainment Tokyo ALL RIGHTS RESERVED.
CONTRA SHATTERED SOLDIER is a trademark of KONAMI CORPORATION. © 1987, 2002 KONAMI & KONAMI COMPUTER ENTERTAINMENT TOKYO. ALL RIGHTS RESERVED

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN